



big bug's bad day

Rising Stars!®

The Destination

Where This Challenge Will Take You!

When Big Bug has a bad day, everyone has a bad day. All of Big Bug's friends want to get back to having fun. Explore their world and find out what's bothering Big Bug! Will Big Bug's bad day get better, or will it become an even bigger bummer? It's up to you!

Points of Interest!

Your Team Will:

- Learn about bugs and how they work with other living things
- Create a play that tells about Big Bug's bad day
- Explore how Big Bug's friends try to make the day better

Educational Focus

Entomology, Research, Zoology, Storytelling, Performing in Front of an Audience, Team Problem Solving, Teamwork

Standards

- **Working with Others:** Displays effective interpersonal communications skills
- **Science:** Understands relationships among organisms and their physical environment
- **Thinking and Reasoning:** Applies decision-making techniques
- **Health:** Understands essential concepts about mental and emotional health
- **Listening and Speaking:** Uses listening and speaking strategies for different purposes

What Should We Include in Our Play?

- **Big Bug:** Big Bug will be the main character in your play. You will need to choose or create what type of bug Big Bug is. You will also need to make a costume for Big Bug.
- **Big Bug's Problem:** Your play will include a Problem that is bothering Big Bug and is making this a bad day.
- **Characters:** Your play will also include other characters who know Big Bug. They can be whatever creatures you choose. They will try to help Big Bug deal with the Problem.
- **Setting:** A setting is the place and time where the events of a play happen. The setting of your play will be wherever Big Bug lives. The setting should relate to Big Bug and the Problem.
- **Story:** Your play should include a beginning, middle and end. Will Big Bug's bad day get better or will it become an even bigger bummer? It's up to you!

Time Limit: How Long Can We Perform?

Your play should not be longer than 8 minutes.

Side Trips (Optional Component):

What Else Can We Do in Our Play?

Side Trips are fun ways to show the audience special things you can do. You might like to have some of these be part of your play. Here are some things you might put in your play:

A poem you have written	An interesting prop
Different costumes for your characters	Evidence of teamwork
A song you have written	A backdrop you have made
A dance you have created	

Glossary of Terms

- **Play:** A performance, usually done in front of people. These people are called the audience.
- **Prop:** A thing or an object used in a play
- **Characters:** Someone or something you pretend to be in your play
- **Costume:** Clothing and things you put on that make you look like somebody or something else
- **Setting:** Props, background and decorations used in the play

Presentation Site: If your team is performing...

- **In front of an audience,** we suggest you share the information on the *Starry Showcase Form*.
- At a Destination ImagiNation Tournament, you will need to bring:
 - **A Team Identification Sign:** Make a sign about your Team. The sign can tell the audience your team name. What else do you want to tell? It needs to be able to stand up by itself. It should be about 2ft x 3ft (.6m x .9m).
 - **The Starry Showcase Form:** Make a photocopy of the *Starry Showcase Form*. It is on the last page. Complete the Form and take it to the Tournament.

Take Note (Optional Resources)

From the Library:

Insects:

- *Insect World (A Child's First Library of Learning)* Time-Life Books
- *Everything Bug: What Kids Really Want to Know about Bugs* by Cherie Winner
- *The Best Book of Bugs* by Claire Llewellyn
- *Bugs! Bugs! Bugs!* By Bob Barner
- *Bugs Are Insects* by Anne Rockwell
- *The Bugliest Bug* by Carol Diggory Shields
- *Insect (DK Eyewitness Books)* by Laurence Mound
- *On Beyond Bugs* by Tish Rabe
- *I Love Bugs!* by Philemon Sturges

Understanding Emotions:

- *Lots of Feelings* by Shelley Rotner
- *The Way I Feel* by Janan Cain
- *On Monday When It Rained* by Cheryl Kachenmeister
- *My Many Colored Days* by Dr. Suess
- *Sometimes I'm Bombaloo* by Rachel Vail

Helpful Hints for Adult Leaders - How To Get Started with your Rising Stars! Team:

Planning a Team Meeting

1. Suggested meeting length (especially for the first few meetings): 1 hour.
2. Plan a number of short activities. Young children have short attention spans. Plan activities that keep them attentive for about 15-20 minutes, then change activities. Some suggestions are included below. If you are working with 4 year olds, you might decrease the time for each activity, but while working with 7 year olds you might increase the time. As the Adult Leader, you will plan Rising Stars! meetings to suit the individual needs of the children on the team. Make sure the activities are enjoyable!
3. It is best if there are two adults to work with the children. This extra set of hands makes the job easier and more fun.
4. It is a good idea to include a nutritious snack. Check with team parents to see if any children have food allergies.
5. Be very prepared for each team meeting. Have everything set up before the team arrives. Have the markers, finger paints, paints, glitter, clay, water, newspapers, tapes, etc. all ready. A few unplanned minutes while you are setting things up can set your team off in different directions and make it difficult to restore order.
6. Make sure you have a plan of what you hope to get accomplished during the meeting. Sometimes children need guidance to follow the plan. After you get going and have discussed the Challenge and what they want to do, discuss all the things that have to happen in order to complete the entire task. Actually draw a timeline on the board or on chart paper, and place the tasks needed to be completed on the timeline. Help the children see that there are specific tasks that need to be accomplished at each meeting. Most young children do not have a good sense of time. The Adult Leader needs to teach how to plan, organize, prioritize and stay on task. Also teach them to celebrate when they have accomplished a task or worked hard to meet a deadline.
7. Be friendly, organized and follow through with your directions. Let them know that you know what you are doing. After they do an activity, debrief how it went. Ask what they learned. What worked? What didn't work? How might you be able to do it again more successfully? Ask things like "In What Way Might You..." [get the ball across the gap without touching it?]
8. Remember that not all children are developmentally the same, even though they may be the same age. Be prepared that some might be able to read, cut on a line, color in the lines, know their colors and write their names, while others won't be able to do any of those things... or may not do them well. A lot of their abilities depend on their "real" age AND their developmental age. This is different from one team member to another. Don't compare one child to another. Seek each child's gifts, talents and abilities.

Safety Issues

1. **Adult Supervision:** It is expected that adults working with very young children will always be attentive to safety issues. Make sure you have enough adults at your meetings to supervise all of the activities.
2. **Safety Consciousness:** Teach your team members to be safety-conscious and careful when using tools, paint, supplies, scissors and glue. Make sure all the materials used are safe, non-toxic and harmless. Remind them to think of safety before they use tools. Teams should never be allowed to handle materials in an unsafe manner or without supervision. The wearing of goggles is recommended in certain situations.
3. **Safety Rules:** Teach common sense thinking. As the Adult Leader, you set the standard and set parameters for the children. Adult Leaders should use good judgment in working with Rising Stars! teams and provide appropriate supervision at all times. Discuss the activity with the team. Talk about possible problems that could occur while using various tools or materials. Talk about the safety issues and rules BEFORE using the materials.
4. **Safety at the Tournament:**
 - a. **Non-hazardous Materials:** Please remember not to use any hazardous, damaging or dangerous materials in your Presentation.
 - b. **Foot Coverings:** All team members must wear shoes or reasonably impenetrable foot coverings at all times. This is to protect your team members from any undetected debris that may be on the floor.
 - c. **Light:** Please do not use lasers or laser pointers. No high intensity beams of light should be used as these could be of danger to eyes.

- d. **Helium:** Helium balloons are sometimes not allowed in certain venues. If your team plans to use helium, you should contact the venue to see whether it is allowed. If they are allowed to use helium balloons, they must be in the team's control at all times. Your team is responsible for retrieving any stray balloons and will be held financially responsible for any damage that may occur as a result of using helium at a venue.
- e. **Flame:** Please do not use devices or substances that produce an open flame or extreme heat or cold. (No lit candles, caps, fireworks, fires, party poppers or substances that explode in any way.)
- f. **Animals:** No live animals may be used in any part of their solution. Leave the puppy at home.
- g. **Electricity:** If your team plans to use electricity, please be aware of all safety issues surrounding its use.
- h. **Dry Ice:** Your team MAY use dry ice but it must be handled with gloves or tongs. Your team is responsible for any damage that may occur as a result of the use of dry ice. HOWEVER: Your team must be aware that some Tournament sites prohibit the use of dry ice. It is the team's responsibility to find out from the Tournament Director prior to the Tournament if there are any Site-Specific Restrictions on the use of this item.
- i. **Violence:** Destination ImagiNation, Inc. does not endorse or support solutions that contain gratuitous violence and /or the gratuitous use of any violent weapons. If the team needs to depict a weapon (maybe they have a mystery story), the weapon must be team-created or obviously benign. Many venues, especially school settings, do not allow anything that implies violence or weaponry. If your team plans to depict a weapon of any sort, you should contact the venue to be sure it is allowed.

Guidelines

1. **Teaching Creative Thinking:** In Rising Stars!, the Adult Leader teaches team members about creative problem solving by providing activities that will allow the children to learn by doing. Along the way the team members will experience the fun of creative thinking, experimentation, designing and building, while also learning a few things about success, unsuccessful attempts and the importance of doing something again to make it better.
2. **Encouraging Independence:** As much as possible, let the team members explore, examine and try things on their own. Let the team make decisions about its solution to the Challenge. Teach the team how to use tools and how to work with various materials. Encourage the children to do the tasks themselves and with their teammates, but be there to show, help and teach, especially when signs of frustration appear. Help them put props together if they are impeded because of their size, dexterity or age and they need adult assistance. This is a time of learning for them.
3. **Focusing on the Process:** Keep your focus on the process, whether the children are writing a play, building props, painting scenery, learning to take turns or memorizing lines. Because the focus of this program is on the process and on learning, the Adult Leader may help, encourage and assist when needed.
4. **Remembering Your Role:** Keep in mind that the Adult Leader's role is to lead idea-generating sessions, teach problem solving tools, and conduct practice sessions, evaluation sessions, and praise sessions throughout the process. It is not the Adult Leader's role to design and make the props for the team members, but rather to encourage them in all areas.
5. **Teaching Time Management:** This age group may have difficulty understanding the concept of time. Help them see a picture of time by getting a calendar and writing in the date of the Starry Showcase or Destination ImagiNation Tournament they will be attending. Have the team cross off days as they begin to approach the date. Use this calendar to help the team plan what needs to be accomplished. Do not be surprised if the team's deadlines are not met. Remember that they are just learning to plan, and often, their ideas are much bigger than what they can actually produce.
6. **Contacting the Tournament Director:** If your team performs its solution at a Destination ImagiNation Tournament, there may be certain restrictions. The Adult Leader should contact the Tournament Director to find out any rules for the Tournament. The team may be only allotted 8 minutes for its Presentation due to the time restrictions of the Tournament.

Twelve Ideas for Team Meetings

1. When you first meet with your team, help the team members get to know each other. Tell them about yourself and have the children tell the group about themselves.
2. It is suggested that you have about 6-9 children on a team. You may have fewer children and you may have more, but this number provides a good sized group with which to work.
3. To help your team set some guidelines for behavior during meetings, read aloud some favorite story books that have a positive message. Winnie the Pooh® and his friends, for example, treat each other with kindness. Ask the children to list things they could do to treat each other with respect. Let them tell you and make a list. Refer to the list at times when the team is not on its best behavior. This reminds the children of the guidelines THEY set.
4. Make a team sign or choose a team logo. Create a team song, chant, rhyme, mascot, motto, etc. Sing/say it each time you get together. Create a team name and draw their team names and mascots on a tee shirt.
5. Do things together outside of your regular meeting place. Go out for pizza or to the zoo, or visit a hardware store.
6. Make a mural. Choose a theme and let everyone work on it together. Promote teamwork.
7. Play games...let all experience success, not competition. Play charades. Teach them about characters and acting in small ways: Pretend you are a brave astronaut – How would you walk? Pretend you are a frightened kitten – How would you move?
8. Call out the name of an animal and have them act out the animal named. First have them all do it together so as not to embarrass one shy child. Then, have one person act out the animal selected. Others have to guess what it is. This teaches that gestures and pantomime are important.
9. Read a story and do not read the ending. Let them predict what will happen. Or say "What if the...?" This leads them to imagining other options for story endings. What if it began to rain? What if Humpty Dumpty did not fall off the wall? Let them come up with "What if..." ideas.
10. Have a costume box and let them dress up. Put on impromptu skits.
11. Make a story. Say one word to begin a story and let the children create the story by adding on another word. One word at a time, let the story develop.
12. Have a prop box. Let the children put on various props and "become" someone else. How might a woman with a feather boa act and talk? How might a man with a white shirt, shiny shoes, and a top hat act and talk? How might a child in a cheerleader costume act and talk?

Preparing for a Destination ImagiNation Tournament

1. **Starry Showcase Form:** If your team is attending a DI Tournament, fill out the *Starry Showcase Form* and take it with you to the Tournament.
2. **Starry Showcase or Tournament:** Contact the Starry Showcase or Destination ImagiNation Tournament Director to be certain your team is included on the Tournament schedule.
3. **Instant Challenge:** Some DI Tournaments offer an optional *Instant Challenge* for Rising Stars! children. Contact your Tournament Director for more information. If your Rising Stars! team decides to participate in an *Instant Challenge*, it will go into a room with some Appraisers. One parent per child may also enter the room. A Challenge is read to the team and the children have a specific amount of time to solve it. This is also a noncompetitive Challenge. In the DI program, the *Instant Challenge* is secret because it is part of the competitive score achieved by each participating team. All teams at the same Level of competition have the possibility of receiving the same *Instant Challenge*. Because the Rising Stars! Challenge is noncompetitive, the Challenge is not a secret and the children are able to discuss it outside the *Instant Challenge* room. So other teams do not hear about the specific Challenge before they have their own *Instant Challenge* experience, children are encouraged not to discuss the Challenge in public at the Tournament.

Starry Showcase Form

Rising Stars!® Team Challenge: **Big Bug's Bad Day**

Team Name: _____ Team Number: ____ _ - ____ _

Our team is from: _____

Our team members are:

_____	_____
_____	_____
_____	_____
_____	_____

Checklist:

1. What kind of bug is Big Bug? Where does Big Bug live? _____

2. What does Big Bug look like? _____

3. What is Big Bug's Problem and why is Big Bug having such a bad day? _____

4. How do the other characters try to help Big Bug with the Problem? _____

Side Trips (optional component)

Our team added one (or two) *Side Trips*. They are:

1. _____

2. _____
